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Pathfinder blind fighter

Typically, playing a blind character in a 3.X derivative is a silly gambit. It's still a bit, but a new trait published in Divine Anthology, Divine Zeal, makes it much more achievable. We can combine this with a few other choice pieces to make a character that, even on the first level, is reasonably competent fighting while blind, and who at higher levels can wring some distinctive benefits of it once the use of magical darkness comes into play. First we use Blind Zeal ourselves. Blind Zeal (Vildeis): You are blind, but trained by followers of Vildeis to feel your surroundings through sound and touch. You don't have to try a skill check to move at full speed. You take a -4 penalty of blindness on only Acrobatics, Ride, Sleight or Hand, and Stealth controls. You get Blind-Fight as a bonus achievement. You lose the benefits of this trait when you see, but regain it when you go blind again. Now we add a level of Monk with the Master of Many Styles archetype. The class is underwhelming, but the bonus achievement awarded by the archetype at the first level is key: it means we can grab blinded Blade Style as a bonus achievement immediately without 5 grades of perception. and that means we can immediately take Improved Blind-Fight and Blinded Competence without 10 grades of perception. What does all this add up? Well, here's what the effects of the blinded condition now looks like when it applies to the character. The character takes a -2 penalty to Armor Class against varied attacks from unlocalized creatures, loses his Dexterity bonus to AC (if applicable) against varied attacks from non-localized creatures, and takes a -4 penalty on most Strength- and Dexterity-based skill checks and on opposing Perception Acrobatics, Ride, Sleight of Hand, and Stealth skill controls. All controls and activities that depend on vision (such as read and perception checks based on sight) fail automatically. All opponents are considered total concealment (50% miss chance) against the blind character, but the character may miss this chance to roll out again once. Blind creatures must control a DC 10 Acrobatics skill to move faster than half speed. Beings who do not abandon this control are sensitive. Now as we blinded Blade Style and Blinded Competence, which must be online in every fight: The character takes a -2 punishment armor class against varied attacks from unlocalized creatures, loses his Dexterity bonus to AC (if any) against varied attacks from unlocated creatures, and takes a -4 penalty on most Strength- and Dexterity-based skill and on opposing Perception skill checks. The character automatically pinpoints the location of others within his weapon range or unchanged range (if any), functioning as blindsense, except that localized creatures do not get total concealment. The character receives a +4 bonus when hearing and and Perception controls and gets the smell special skill with a range of 10 meters. All controls and activities that depend on vision (such as read and perception checks based on

sight) fail automatically. All opponents are considered total concealment (50% miss chance) against the blind character, but the character may miss this chance to roll out again once. Blind creatures must control a DC 10 Acrobatics skill to move faster than half speed. Beings who do not abandon this control are sensitive. To actually make use of all these things, here is a simple character build that looks like but is legally distinct from the main character of a TV show about a blind lawyer who beats people: Tam Kurdom Male human monk (master of many styles) 1 LG Medium humanoid (human) Init +1; Senses blind; Perception +6 [hr]/[hr]DEFENSE [hr]/[hr]AC 13, touch 13, flat-footed 12 (+1 Dex, +2 Wis) hp 11 (1d8+3) Fort +4, Ref +3, Will +4 [hr]/[hr]OFFENSE [hr]/[hr]Speed 30 ft. Melee unarmed strike +2 (1d6+2) Special Attacks stunning fist (1/day, DC 12) [hr]/[hr]STATISTICS [hr]/[hr]Str 15, Dex 12, Con 14, Int 12, Wis 14, Cha 12 Base Atk +0; CMB +2; CMD 15 Feats Blind-Fight[sup]B[/sup], Blinded Blade Style[sup]B[/sup], Blinded Competence, Enhanced Blind-Fight, Improved Unarmed Strike[sup]B[/sup], Stunning Fist[sup]B[/sup] Traits blind zeal, mentored (Profession [barrister]) Skills Acrobatics +1, Intimidate +5, Perception +6, Profession (barrister) +7, Sense Motive +6, Stealth +1 Languages, Infernal SQ fuse style (2 styles) With Blinded Blade Style active: Senses blind; smell 10 ft.; Perception +6 (+10 for hearing and odor-related) Skills Acrobatics +5, Perception +6 (+10 for hearing and odor-related), Stealth +5 By level 5 (or earlier, with other feat shenanigans), this character will be able to work up to Greater Blind-Fight and then Blinded Master, which gives just straight-up blindsight with a range of 30 feet. You actually don't immediately improved blind-fight and blinded competence with just Blinded Blade Style, because they both require Blind-Fight as a condition. However, you do this: Human Monk (Master of Many Styles) 1st-Level Feat: Blind-Fight 1st-Level Style Feat: Blinded Blade Style 1st-Level Human Feat: Improved Blind Fight Human Monk (Master of Many Styles) 1/Fighter 1st-Level Style Feat: Blinded Blade Style 1st-Level Human Feat: Improved Blind Fight Human Monk (Master of Many Styles) 1/Fighter 1st-Level Fighter Feat: Blinded Competence Human Monk (Master of Many Styles) 1/Fighter 2 3rd-Level Feat: Greater Blind-Fight 2nd-Level Fighter Feat: Blinded Master because they both require Blind-Fight as a condition. Blind Zeal Blind-Fight as a bonus achievement, along with its other benefits. D'oh! You even point it out in the original post. Nevermind me. I feel like Daredevil would be better served with a Ninja or a Vigilante, but then I don't think they would the early blind battles like Many Styles. I feel like Daredevil would be better served with a Ninja or a Vigilante, but then I don't think they'd allow early blind fights like Many Styles. Master of Many Styles is the only way, as far as I know, to get instant access to Blinded Blade Style. That said, for an ongoing character I would probably multiclass after the first level in Dreamscarred Press' Stalker, and then pick up a second level of Monk at some point for another style feat and Evasion. 2018-06-28, 20:21 (ISO 8601) Exactly what is on the tin. I've wanted to play a new paladin character, but with a different twist on it, and I've always had a soft spot for the blind swordsman archetype. I'm pretty familiar with paladins, but I don't know much about the Blindfight performance or how to build this a viable one. Any thoughts? 2018-06-28, 8:38 pm (ISO 8601) Blinded is a status that runs: -2 AC, No DEX to AC, Half movement, -4 on many skills and 50% miss opportunity. All you have to do is justify Blindsense to know where things are. That is, you could roll very high on Listen every time, but that's not really possible unless you start at a high level. Each variant can also work - Tremorsense, the better Blindsight, Detect Life, the free Detect Evil, etc. Unless you feel your enemy's position with precision, you have a missed opportunity of 50%. Blind-fight lets you roll this chance twice, so it becomes 25%. You won't get much better than that without Blindsight, which is available through a 3rd-level spell of the same name. Talk to your DM, as the Blinded rules state that a character who stays blind for a long time could overcome some of the disadvantages of being blinded. Again, there are many drawbacks of being blinded besides the 50% missing opportunity. 2018-06-28, 9:41 pm (ISO 8601) It depends on the level you start, but there's the Blinded Blade Style feat (and it's two follow-ups). However, you only have the first on level 5, the second on level 10 and the thirs at level 15. In the end, you're almost as functional as a seeing character (in short distance), but it will cost you 6 performance, which is a really big investment. 2018-06-28, 9:44 pm (ISO 8601) Is it specific to 3E? Pathfinder lets you play the popular Oracle/Paladin multiclass and use the Clouded Vision curse. Last edited by Pex; 2018-06-28 at 9:44 pm. Originally posted by OgresAreCute Welcome to Dungeons and Dragons fifth edition, where the DCs are composed and the rules don't matter. 2018-06-28, 22:06 (ISO 8601) I would take the Clouded Oracle suggestion second. In fact, the Oradin (oracle/paladin) is a very popular build, and would satisfy your description almost perfectly. But some of those who life is not an ocean, and man-made laws are not sand-towers... What about the cripple who hates dancers? What about the ox ox loves his yoke and eight the elk and deer of the forest stray and wanderer things? ... What shall I say about this except that they too are in the sunlight, but with their backs to the sun? They see only their shadows, and their shadows are their laws. And what is the sun for them, but a caster of shadows? — Kahlil Gibran 2018-06-28, 23:23 (ISO 8601) Thirling Oracle. If you don't want to multiclass, you pick up the blind curse through VMC Oracle. Originally posted by The Giant But really, the important lesson here is this: Instead of making assumptions that don't fit the text and then complaining about the text wrong, why not just opt for different assumptions that do fit the text? Originally posted by gogogome Cheers to Psyren the MVP naysayer. Plague Doctor by Crimmy Ext. Sig (Manuals/Creations) 2018-06-29, 01:50 AM (ISO 8601) Thank you. I'm probably going for Oracle-Paladin. 2018-06-29, 1:42 pm (ISO 8601) Should it *have* be a paladin? Example Build: Coolguy McBadass - a man who wears sunglasses all the time. He's not particularly smart, but he's very intuitively gifted. Boundless confidence and inexplicable happiness result in many corny lines. STATS (15-Pointbuy) 18 STR (10 pts, +2) 13 DEX (3 pts) 13 CON (3 pts) 07 INT (-4 pts) 10 WIS (0 pts) 13 CHA (3 pts) Human Unarmed Fighter 1 / Oracle 1 / Fighter 2 Traits: Blind Zeal, *ANY* 01: Unarmed Fighter 1 Blind-Fight (Trait), Improved Unarmed Strike (Archetype Bonus), Blinded Blade Style (Archetype Bonus), Improved Blind-Fight (1st, you are eligible with Blinded Blade Style), Blinded Competence(Human) 02: Spirit Guide Oracle 03: Unarmed Fighter 2 Greater Blind-Fight (Fighter Bonus), Blinded Master(3rd) 04 - 20: Continue taking Oracle levels. Increase CHA to 4/8/12/16/20. Depending on your mystery & amp; curse you have several options. A simple *move* is to throw Obscuring Mist and use the 30' Blindsight of Blinded Master to ignore the penalties. Last edited by Nigeretalbus; 2018-06-29 at 1:44 PM. 2018-06-29, 01:47 PM (ISO 8601) As others have said - for Pathfinder go the Oradin build. Go for 3.5 with the Combat Focus tree. It can only start up to level 6, but the Combat Focus tree can get you blindsight 5ft all the time & amp; the Keen Listener feat can make it easy to find your targets. I actually ran one in my last 3.5 game and it was very nice, although it only had a 2 level dip in Paladin before I piously Templar. It fits very well with the 3.5 Tower Shield, because you put the shield in opacity mode without blocking LoS, and it gives you something to do at long range. (I once shut down a cicling black dragon breath weapon by taking it into coverage mode and then using prepared actions to move in front the breath weapon. It forced it to come down in the melee as it was too young for much casting.) 2018-06-29, 2:46 pm (ISO 8601) Another option is a Divine Spirit (or (or preferably Psywar/Sanctified Mind) with some psionic forces that eliminate vision such as Synesthete or Touchsight. From the fight they can rely on their psicrystal to show them around, or get psychoactive skin or something like that. Originally posted by The Giant But really, the important lesson here is this: Instead of making assumptions that don't fit the text and then complaining about the text wrong, why not just opt for different assumptions that do fit the text? Originally posted by gogogome Cheers to Psyren the MVP naysayer. Plague Doctor by Crimmy Ext. Sig (Manuals/Creations) 2018-07-01, 1:15 pm (ISO 8601) +1 to oradin. Even if you don't go clouded vision and go completely blind, I would ask you DM if your character could have been blind for a long time, so you automatically overcome some of the disadvantages of being blind. Getting smell from level one helps overcome a lot of issues. Half orcs and orcs can get scent, just like catfolk. All those make good paladijnen statwise. Second blind fight and blinded blade style. Feat heavy, but makes it work. 2018-07-03, 10:43 AM (ISO 8601) I will +1 the earlier suggestion of Unarmed Fighter. In fact, I think it's totally viable without Oracle. You start the game as a blind Human Unarmed Fighter 2, and effectively have Blindsight 30' at level 3. Human Unarmed Fighter 2/Paladin (Oath of Vengeance)1 Trait: Blind Zeal Bonus Feat: Blind-Fight Fighter Style Feat: Blind-Blade-Style 1 Improved Blind-Fight Human Feat: Blinded Competence Fighter Bonus Feat: Greater Blind-Fight 3 Blinded Blade Mastery You get to worship Vildeis, which makes Oath of Vengeance a thematic choice, and you effectively ungate almost all of the downsides of blindness with the first 2 levels. As a disadvantage you don't get some of the staple things, like Power Attack, to 5, but you get to ignore invisibility, blur, mirror image and darkness for the rest of your campaign. It's a nice concept :D

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